

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1: (currently amended) A gaming device comprising:

a cabinet;

a game operable upon a wager;

a processor operable to control the game; and

a switch connected extendably and retractably to the cabinet, the switch having a relatively rigid housing defining a U-shaped cavity therein and a relatively elastomeric cover substantially disposed in the U-shaped cavity of the housing, the switch including at least one button that is operable with the processor to control a function of the game and movable independent of the relatively elastomeric cover.

Claim 2: (original) The gaming device of Claim 1, wherein the switch is of a type selected from the group consisting of: maintained, momentary and multi-position.

Claim 3: (original) The gaming device of Claim 1, wherein the switch includes multiple buttons that operate multiple functions of the game.

Claim 4: (previously presented) The gaming device of Claim 1, wherein the elastomeric cover is adhered to the U-shaped cavity of the housing.

Claim 5: (previously presented) The gaming device of Claim 1, wherein the U-shaped cavity of the housing mechanically holds the cover in place.

Claim 6: (previously presented) The gaming device of Claim 1, wherein the housing includes a multi-piece housing having multiple pieces.

Claim 7: (original) The gaming device of Claim 6, wherein the pieces are molded separately and wherein one of said pieces is co-molded with the cover.

Claim 8: (original) The gaming device of Claim 6, wherein said multiple pieces each mechanically hold the cover in place.

Claim 9: (original) The gaming device of Claim 1, wherein the function is selected from the group consisting of: a play function, a bet increment function, a max-bet function, a repeat the bet function, and a cash out function.

Claim 10: (original) The gaming device of Claim 1, wherein the elastomeric cover is molded to the rigid housing after the housing has cured.

Claim 11: (previously presented) The gaming device of Claim 1, wherein the elastomeric cover and housing are simultaneously cured.

Claim 12: (currently amended) A gaming device comprising:

- a game operable upon a wager;
- a processor operable to control a game;
- a cabinet; and

an extendable switch connected to the cabinet and in communication with the processor through a connecting cord and having a first co-molded material adhered to multiple surfaces of a second co-molded material in a substantially surrounding relationship with a portion of the cord, wherein the first co-molded material and the second co-molded material remain stationary relative to one another during operation of the extendable switch.

Claim 13: (original) The gaming device of Claim 12, wherein the cord is a flexible cord.

Claim 14: (original) The gaming device of Claim 12, which includes a strain relief wire positioned inside the cord to prevent the cord from unduly stretching.

Claim 15: (original) The gaming device of Claim 12, wherein the switch is a play button or a bet button.

Claim 16: (original) The gaming device of Claim 12, wherein the second material includes an elastomeric cover that is molded to the rigid housing after the first material has cured.

Claim 17: (original) The gaming device of Claim 12, wherein the first material is a rigid material selected from a group consisting of urethane, plastic, polyvinyl chloride, polyvinyl acetate and acrylic.

Claim 18: (original) The gaming device of Claim 12, wherein the second material is a flexible material selected from a group consisting of synthetic rubber, natural rubber and foam products.

Claim 19: (original) The gaming device of Claim 12, wherein the extendable switch is also retractable via a spring housed inside the cabinet.

Claim 20: (original) The gaming device of Claim 19, wherein the spring loaded switch can be set at least one extended position via a ratcheting mechanism.

Claim 21: (previously presented) A gaming device comprising:

a cabinet including at least one button operable by a person;

a game operable upon a wager;

a processor operable to control the game; and

a switch connected extendably and retractably to the cabinet via a cord, a spring and a ratchet, wherein the spring causes the switch and cord to retract into a retracted position and the ratchet operates to lock the switch and cord in at least one extended position, and wherein the switch is positioned in substantially the same plane as the at least one button of the cabinet when the switch and cord are moved into the retracted position.

Claim 22: (original) The gaming device of Claim 21, wherein the switch includes a relatively rigid housing and a relatively elastomeric cover disposed on the housing, the switch operable with the processor to control a function of the game.

Claim 23: (original) The gaming device of Claim 22, wherein the function is selected from the group consisting of: a play function, a bet increment function, a max-bet function, a repeat the bet function, and a cash out function.

Claim 24: (original) The gaming device of Claim 22, wherein the elastomeric cover is disposed on the housing via adhesion, mechanically or via a molding process.

Claim 25: (original) The gaming device of Claim 21, wherein the spring is a coil spring that uncoils as the switch and cord are extended and recoils as the switch and cord are retracted.

Claim 26: (original) The gaming device of Claim 21, wherein the spring and cord are attached to a rotating member that meters-out and rolls-up the cord when the switch and cord are extended and retracted, respectively.

Claim 27: (original) The gaming device of Claim 26, wherein electrical wires extending from within the cord attach electrically to the rotating member.

Claim 28: (original) The gaming device of Claim 26, wherein the rotating member makes electrical contact with a stationary member via electrical traces provided on one of the members and at least one electrical connector provided on the other of the members.

Claim 29: (original) The gaming device of Claim 26, which includes a strain relief cable attached to the member and the switch, the cable fixing substantially an overall length of the cord.

Claim 30: (original) The gaming device of Claim 21, which includes a spring loaded pawl fixed translationally with respect to the ratchet, the pawl operable to lock the ratchet into a fixed rotational position.

Claim 31: (original) The gaming device of Claim 30, wherein the pawl is operable to lock the ratchet when the ratchet rotates in a cord extending direction but not lock the ratchet when the ratchet rotates in a cord recoiling direction.

Claim 32: (original) The gaming device of Claim 21, wherein the ratchet defines at least one area that is configured not to engage a locking member, the area operable to commence recoiling of the spring-loaded switch.

Claim 33: (original) The gaming device of Claim 32, wherein the ratchet is arranged so that the non-engagement area is adjacent to the locking member when the switch is pulled to a fully extended position.

Claim 34: (original) The gaming device of Claim 21, which includes a tension setting device operable to increase or decrease the force applied by the spring.

Claim 35: (original) The gaming device of Claim 34, which includes a locking member operable to be moved by a person to fix the tension setting device at a desired position.

Claim 36: (previously presented) A gaming device comprising:

a cabinet including at least one operational button;

a game operable upon a wager;

a processor operable to control the game; and

a switch connected extendably and retractably to the cabinet via a cord and a mechanism operable to enable the cord to be pulled by a person to multiple predetermined extended positions defined by the mechanism and then released by the person, wherein the cord in each of the extended positions will thereafter recoil automatically to a fully retracted position, wherein when the switch and the cord are moved into the fully retracted position, the switch is (i) positioned directly adjacent to the at least one operational button and (ii) operable by the person.

Claim 37: (original) The gaming device of Claim 36, wherein one of the extended positions is a fully extended position.

Claim 38: (previously presented) The gaming device of Claim 36, wherein the mechanism recoils the cord automatically to the fully retracted position unless reset at an intermediate position by the person.

Claim 39: (original) The gaming device of Claim 36, wherein the mechanism is spring activated.

Claim 40: (original) The gaming device of Claim 36, wherein the multiple extended positions are first positions and which includes a plurality of second positions defined by the mechanism, each of the second positions operable to be self-maintaining when the switch is released from the person's grasp.

Claim 41: (withdrawn) A method of making a gaming device including a cabinet housing a game operable upon a wager, said method comprising the steps of:

providing a conduit that extends/retracts from the cabinet;

molding a first material to fit at a distal end of the conduit;

molding a second material to fit around the first material; and

connecting electrically a device housed within the cabinet with a switch located at the distal end with the first and second materials.

Claim 42: (withdrawn) The method of Claim 41, which includes molding the first and second materials, installing the conduit in the materials and sealing the conduit and materials together with a member.

Claim 43: (withdrawn) The method of Claim 41, which includes injection molding the first material.

Claim 44: (withdrawn) The method of Claim 41, which includes selecting the first material from the group consisting of: urethane, plastic, polyvinyl chloride, polyvinyl acetate, acrylic and any combination thereof.

Claim 45: (withdrawn) The method of Claim 41, which includes adhering the second material to the first material.

Claim 46: (withdrawn) The method of Claim 41, which includes attaching mechanically the second material to the first material.

Claim 47: (withdrawn) The method of Claim 41, which includes injection molding the second material.

Claim 48: (withdrawn) The method of Claim 41, which includes molding the second material directly around the first material.

Claim 49: (withdrawn) The method of Claim 48, which includes enabling the first material to cure before molding the second material directly around the first material.

Claim 50: (withdrawn) The method of Claim 41, which includes molding the first and second materials separately and then attaching the materials.

Claim 51: (withdrawn) The method of Claim 41, which includes selecting the second material from the group consisting of: synthetic rubber, natural rubber, foam products and any combination thereof.

Claim 52: (withdrawn) The method of Claim 41, which includes enabling the conduit to be pulled by a person to multiple extended positions from the cabinet and then released by the person, wherein the conduit in each of the extended positions will thereafter recoil automatically.

Claim 53: (withdrawn) A method of making a gaming device including a game operable upon a wager, said gaming device including an extendable button, said method comprising the steps of:

molding a first material to fit around a cord and a button operable to activate a gaming device function;

molding a second material around the first material; and
attaching the cord to the first portion.

Claim 54: (withdrawn) The method of Claim 53, which includes injection molding the first material.

Claim 55: (withdrawn) The method of Claim 53, which includes structuring the first material to be rigid material when cured.

Claim 56: (withdrawn) The method of Claim 53, which includes selecting the first material from the group consisting of: urethane, plastic, polyvinyl chloride, polyvinyl acetate, acrylic and any combination thereof.

Claim 57: (withdrawn) The method of Claim 53, which includes injection molding the second material.

Claim 58: (withdrawn) The method of Claim 53, which includes adhering the second material to the first material.

Claim 59: (withdrawn) The method of Claim 53, which includes selecting the second material from the group consisting of: synthetic rubber, natural rubber and foam products.

Claim 60: (withdrawn) The method of Claim 53, which includes curing the first and second materials together.

Claim 61: (withdrawn) The method of Claim 53, which includes molding the second material directly around the first material.

Claim 62: (withdrawn) The method of Claim 61, which includes enabling the first material to cure before molding the second material directly around the first material.

Claim 63: (currently amended) A gaming device operable under control of at least one processor, said gaming device comprising:

a game controlled by the at least one processor and operable upon a wager;

a cabinet; and

an extendable switch connected to the cabinet and in communication with the at least one processor through a connecting cord, the extendable switch including first and second housing portions, wherein the first housing portion includes a first rigid material adhered to a relatively elastomeric material in a substantially surrounding relationship with a portion of the cord and wherein the second housing portion includes a second rigid material positioned in a substantially surrounding relationship with a different portion of the cord, the first rigid material, the second rigid material, and the relatively elastomeric material being simultaneously engageable by a person and remaining stationary during operation of the extendable switch.

Claim 64: (currently amended) A gaming device operable under control of at least one processor, said gaming device comprising:

a game controlled by the at least one processor and operable upon a wager;

a cabinet; and

an extendable switch connected to the cabinet and operable with the at least one processor through a connecting cord to control a function of the game, the extendable switch including a first material adhered to a second material in a substantially surrounding relationship with a portion of the cord, wherein the first and second materials are simultaneously engageable by a person and remain stationary during operation of the extendable switch.

Claim 65: (previously presented) A gaming device operable under control of at least one processor, said gaming device comprising:

a cabinet including at least one operational button;

a game controlled by the at least one processor and operable upon a wager; and

a switch connected extendably and retractably to the cabinet via a cord, a spring and a ratchet, wherein the spring causes the switch and cord to retract into a retracted position and the ratchet operates to lock the switch and cord in at least one extended position, wherein the switch is positioned directly adjacent to the at least one operational button and operable by a person when the switch and cord are moved into the retracted position.

Claim 66: (previously presented) A gaming device operable under control of at least one processor, said gaming device comprising:

- a cabinet including at least one operational button;
- a game controlled by the at least one processor and operable upon a wager; and
- a switch connected extendably and retractably to the cabinet via a cord, a spring and a ratchet including a plurality of co-acting teeth configured in pairs to define a plurality of notches, wherein the spring causes the switch and cord to retract into a retracted position and the ratchet operates to lock the switch and cord in at least one extended position, wherein the switch and the at least one operational button are positioned in substantially the same plane when the switch and cord are moved into the retracted position.

Claim 67: (previously presented) The gaming device of Claim 66, wherein the switch and the at least one operational button are positioned along substantially the same line when the switch and cord are moved into the retracted position.

Claim 68: (currently amended) A gaming device controlled by the at least one processor and comprising:

a cabinet;

a game controlled by the at least one processor and operable upon a wager; and

a switch including a plurality of operational buttons, said switch connected extendably and retractably to the cabinet via a cord and a mechanism operable to enable the cord to be pulled by a person to multiple predetermined extended positions defined by the mechanism and then released by the person, wherein the cord in each of the extended positions will thereafter recoil automatically to a fully retracted position, wherein only one of the operational buttons is operable by the person when the switch and cord are in the retracted position and wherein the only one operational button and at least another of the operational buttons are operable by the person when the switch and the cord are in the multiple extended positions.